

# ZODIAC RUSH







**THE STORY**  
- PAGE 3 -



**SETUP**  
- PAGE 4 -

**GAME TURN**  
- PAGE 5, 6, 7 -



**EVENT CELLS**  
- PAGE 8 -



**SHOP EXPLOSION**  
- PAGE 9 -

**TIE-BREAKER**  
- PAGE 10 -



**TEAM  
SCENARIO**  
- PAGE 11 -



RACE AS ZODIAC CHARACTERS TO COLLECT FOOD CRATES BEFORE A DEADLY COMET HITS AND EVERYTHING GET EXPLODED. HURRY! MOVE, GRAB CRATES, OUTSMART THE OTHERS, AND USE UNIQUE ABILITIES TO WIN. BRACE YOURSELF FOR AN RELENTLESSLY COMPETITIVE AND CHAOTIC GAMEPLAY.

THE GAME IS BASED ON VIETNAM'S BEST-SELLING COMIC BOOK SERIES, WHICH REVOLVES AROUND A GROUP OF ZODIAC FRIENDS.



**OBJECTIVE:**  
SUPER SIMPLE!  
WHOEVER COLLECTS THE MOST SUPPLY CRATES WINS AND GETS THE TITLE OF "HERO OF RAINBOW PLANET"!

WAIT, WHY AM I HERE?

NOT COOL!  
ARIES ARE NEVER 2ND PLACE! X

PLEASE, IT'S JUST EXAMPLE, YOU ARE NOT WINNING ANYWAY...



|        |   |  |
|--------|---|--|
| PISCES | 8 |  |
| ARIES  | 5 |  |
| TAURUS | 3 |  |

WHAT IF 2 OR MORE PLAYERS HAVE THE SAME NUMBER OF CRATES?

XEETT!



WE RACE 1 TIE-BREAKER ROUND! DETAILS ON PAGE 10







## 4 SETUP



PUT THE PLAYER  
TOKENS ON THE  
**START** CELL ON THE  
MAP

PUT THE CRATES ON EACH  
SHOP ACCORDING TO THE  
NUMBER INDICATED NEXT TO  
EACH SHOP.

**NOTE: NO CRATES ON  
SCHOOL AND  
SUPERMARKET**

EACH PLAYER  
RECEIVES A  
TROLLEY CARD OF  
THE SAME COLOR  
AS THEIR  
CHARACTER TOKEN.

EACH PLAYER RECEIVES 3  
EQUIPMENT CARDS  
**(HIDE THIS FROM YOUR  
OPPONENTS!)**

..AND CHOOSES 1 ZODIAC  
CHARACTER CARD. PUT IT  
FACE-UP ON THE TABLE!

NOW ROLL THE DICE  
TO DECIDE WHO  
GOES FIRST

HIGHEST NUMBER GOES FIRST, IN A  
CLOCKWISE ORDER.



THE 1ST  
PLAYER WILL  
ALSO KEEP  
20 COMET  
EVENT  
CARDS.  
DETAILS ON  
PAGE 9



**5 GAME TURN**

EACH PLAYER HAS  
4 BASIC ACTIONS:

- + DRAW A CARD AND ROLL THE DICE
- + MOVE YOUR FIGURE
- + COLLECT THE CRATES
- + USE YOUR CARDS

DETAILS ON EACH ACTION:

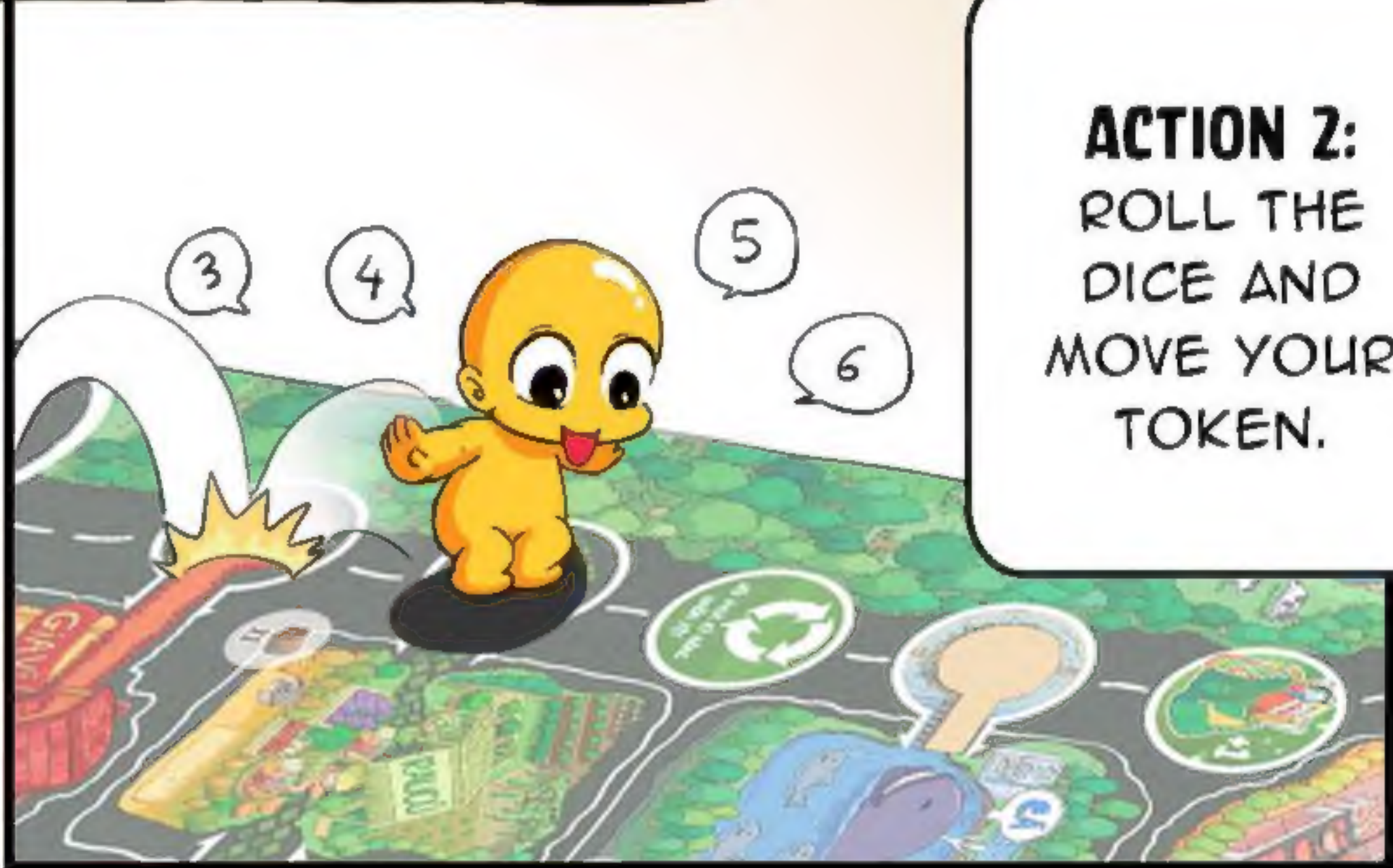


**ACTION 1:**  
DRAW 1 NEW  
EQUIPMENT  
CARD AND  
ROLL THE  
DICE

YOU CAN NOT  
HOLD MORE  
THAN 5  
EQUIPMENT  
CARDS.  
DISCARD AT  
THE END OF  
YOUR TURN  
UNTIL THERE  
ARE 5 CARDS  
ON YOUR  
HAND



6 CARDS. I  
HAVE TO  
DISCARD 1.



**ACTION 2:**  
ROLL THE  
DICE AND  
MOVE YOUR  
TOKEN.



YOU CAN CHOOSE  
WHICH WAY YOU WANT  
TO GO.

I  
WANT  
IT  
THAT  
WAYYYY  
!!!



**ACTION 3:**  
COLLECT  
CRATES



EVERY TIME YOU  
REACH 1 SHOP



YOU GET 1 CRATE



6

IF YOU ARE AT SUPERMARKET, YOU CAN TAKE 1 CRATE FROM ANY SHOP.



YOU CAN ALSO GO TO WHERE OTHER PLAYER IS STANDING...



.. "KICK" THEM OVER TO THE NEXT CELL AND "STEAL" 1 CRATE FROM THEM.



KICKING A PLAYER TO A CELL OF ANOTHER PLAYER CREATES A **CHAIN KICK EFFECT!**

THE LAST PLAYER TO BE KICKED HAS TO GIVE YOU 1 CRATE



ALSO, DO NOT FORGET TO USE YOUR CHARACTER SKILL AND EQUIPMENT CARDS!



1ST I USE THE "STALKER" CARD

I MOVE NEXT TO GREEN AND GET 1 CRATE FROM CAKE SHOP



THEN ROLL DICE FOR 2 AND MOVE TO GLASS SHOP

TO GET 1 MORE CRATE.



BE STRATEGIC AND ACT COOL WHILE WINNING 😊





## ACTION 4: USE CARDS

PLAYERS CAN USE ALL  
EQUIPMENT CARDS ON  
THEIR HANDS AND THEIR  
CHARACTER SKILL CARD  
(IF ACTIVATED)

RED EQUIPMENT  
CARDS CAN ONLY  
BE USED DURING  
YOUR TURN

 **PATIN SHOES** 



Patin shoes allow you to move 2  
extra cells.

 **MIRROR WALL**



Prohibit 1 player from moving  
in any form.

7

GREEN  
EQUIPMENT  
CARDS CAN  
BE USED  
WHENEVER  
YOU WANT.

THE UPCOMING EQUIPMENT CARD  
OVERRIDES THE CARD BEFORE

CHARACTER  
SKILL CARDS  
CAN ONLY BE  
NEGATED BY  
OTHER  
CHARACTER  
SKILL CARDS



**LEADER**



THIS SYMBOL  
MEANS YOU  
CAN NOT USE  
THE CARD  
WHILE AT  
SCHOOL

CAN ONLY  
BE USED  
BEFORE  
YOU ROLL  
THE DICE

SHUFFLE THE  
USED EQUIPMENT  
CARDS AND  
REUSE THEM IF  
THERE ARE NO  
MORE CARDS TO  
DRAW.



CHARACTER SKILL CARDS HAVE TO  
BE FACED DOWN AFTER USED. FACE  
THE CARDS UP WHEN YOU REACH  
THE "REACTIVATION" CELL.







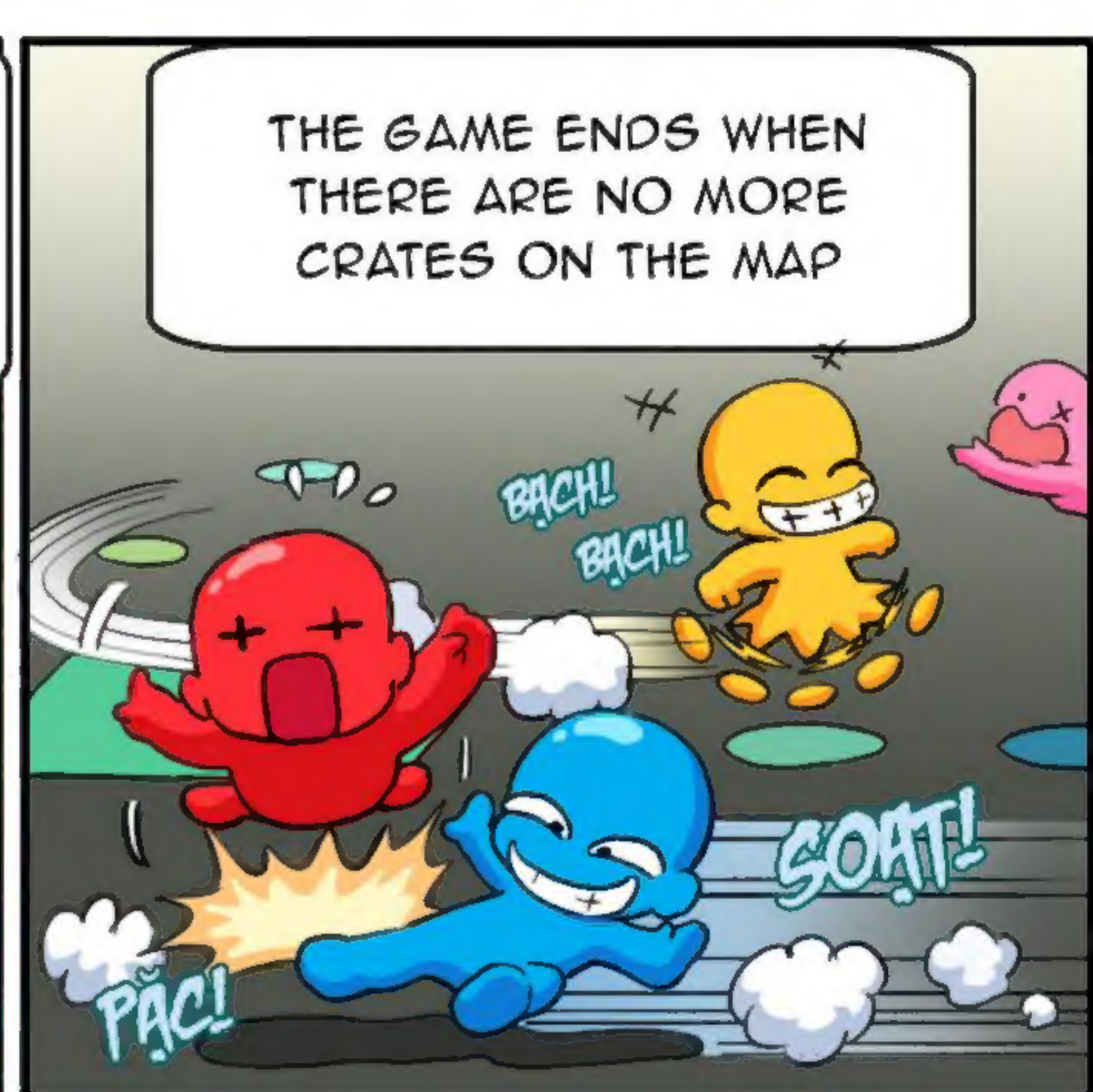
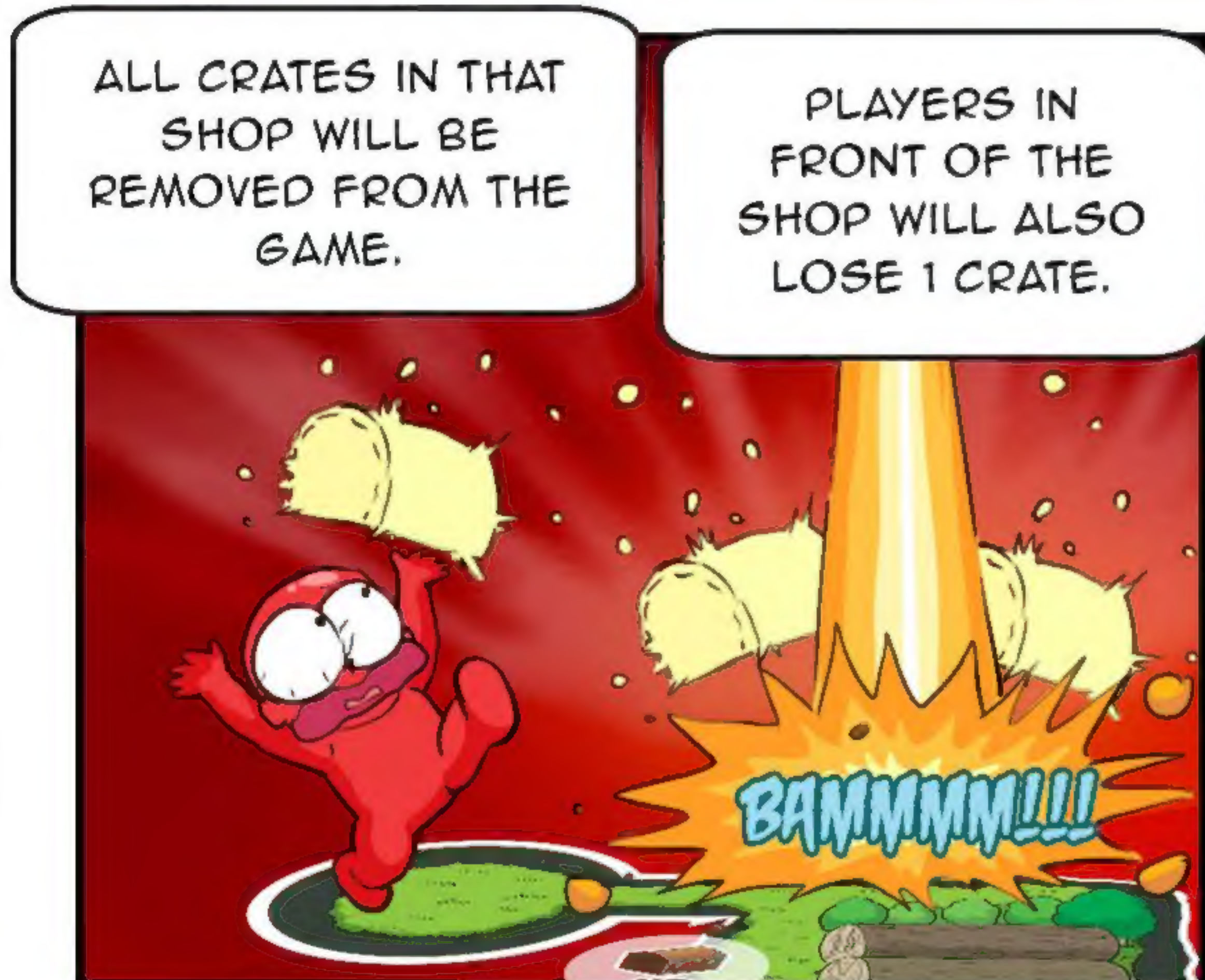
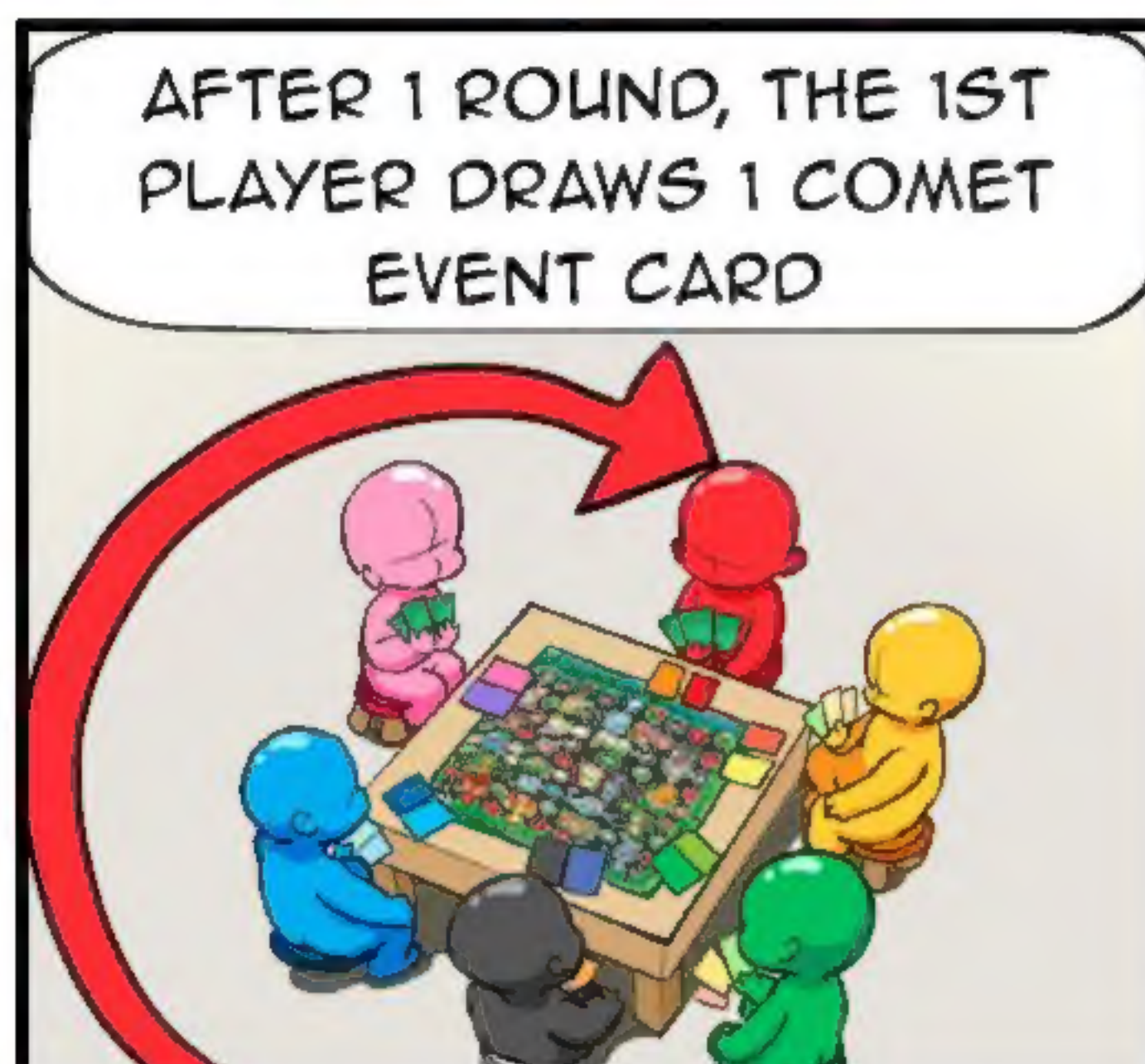
LET'S TAKE A CLOSER LOOK TO LEARN ABOUT THESE EVENT CELLS ON THE MAP.

|  |   |   |                                |
|--|---|---|--------------------------------|
|  | ROLL DICE TWICE, IF YOU GET A 5 OR A 6 THEN CONGRATZ! YOU ARE NOW GRADUATED AND CAN MOVE TO "GRADUATED" CELL. | ALTERNATIVE: SOME CARDS CAN HELP YOU GET OUT OF SCHOOL. DON'T FORGET! | THEN CONTINUE TO PLAY NORMALLY |
| SCHOOL: INSTANTLY BE SENT TO SCHOOL. YOU HAVE TO SUBMIT WORK IN ORDER TO GRADUATE AND GET OUT OF SCHOOL. |   |   |                                |

|   |  |  |
|---|--|--|
| BUS STATION: MOVE TO ANY BUS STATION ON THE MAP | +/- EQUIPMENT CARD: DRAW/ DISCARD 1 EQUIPMENT CARD | STOP 1 TURN: UNABLE TO MOVE THE NEXT TURN BUT CAN STILL DRAW EQUIPMENT CARDS AND USE THEM. |
|   |  |  |

|   |  |   |
|---|--|---|
| SHOP EXPLOSION: CATASTROPHE INBOUND!!!  |  |   |
| ROLL THE DICE. THE NUMBER ON THE DICE DETERMINES HOW MANY SHOPS WILL EXPLODE! |  |   |
|   |  | -1 CRATE: LOSE 1 CRATE. THIS CRATE WILL BE REMOVED FROM THE GAME. |





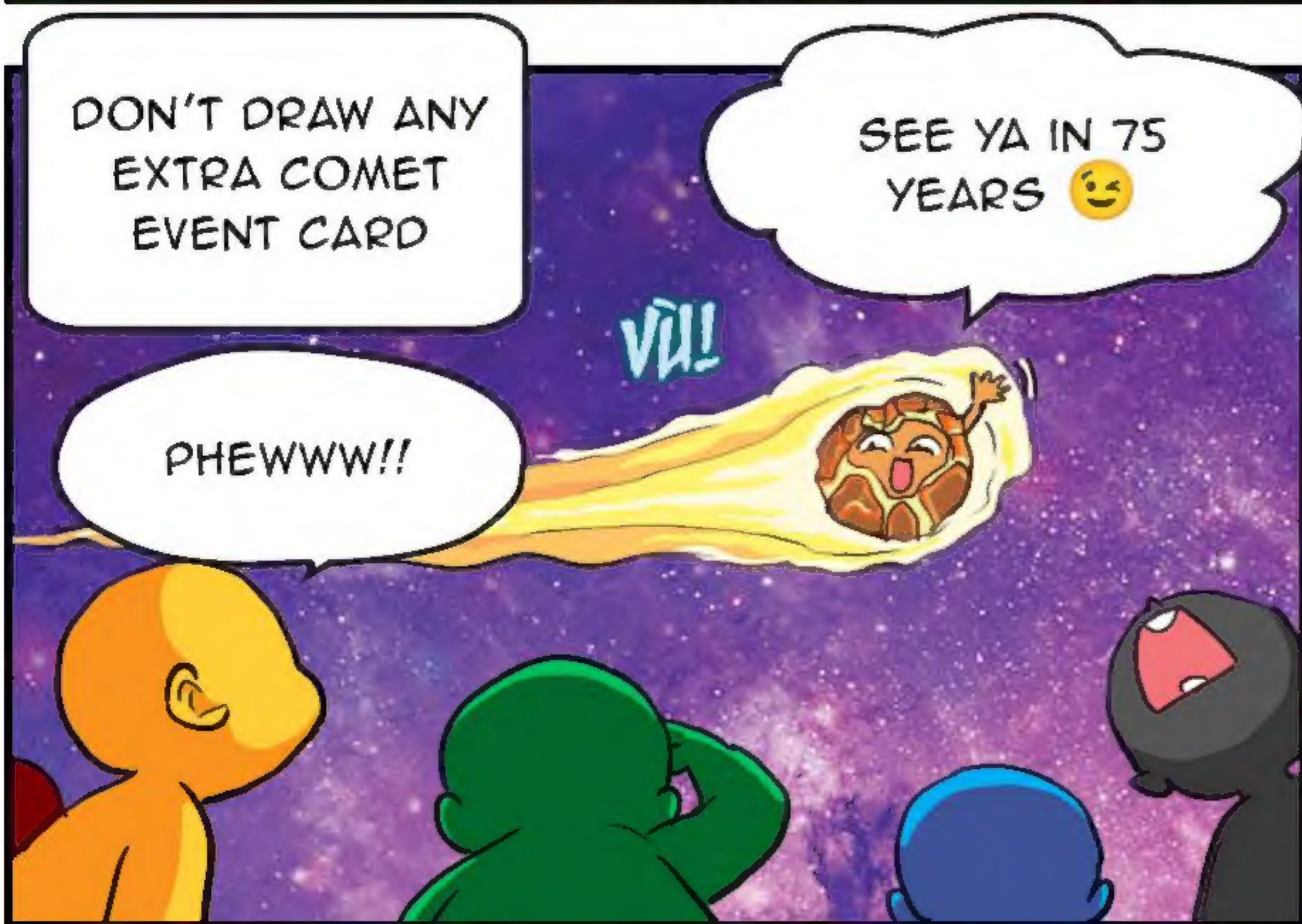


10 TIE-BREAKER

IF THERE ARE 2 OR MORE PLAYERS WITH THE SAME NUMBER OF CRATES AT THE END OF THE GAME...



... RACE ONE FINAL ROUND TO DETERMINE THE ULTIMATE WINNER!





# TEAM SCENARIO

LET'S TEAM UP! I  
LIKE HAVING  
FRIENDS :)

DIVIDE INTO 2  
TEAMS WITH  
EQUAL  
NUMBER OF  
PLAYERS.

TEAMMATES  
CAN NOT SIT  
NEXT TO EACH  
OTHER.

BLUE TEAM  
AGAINST RED  
TEAM. HMM..  
INTERESTING!

GAME RULE STAYS THE SAME.

TEAM WITH THE  
MOST CRATES WINS.

IN CASE OF A TIE  
EACH TEAM CHOOSES  
1 PLAYER TO PLAY  
TIE-BREAKER.  
(SEE PAGE 10).

THE END!  
ENJOY AND  
HAVE FUN



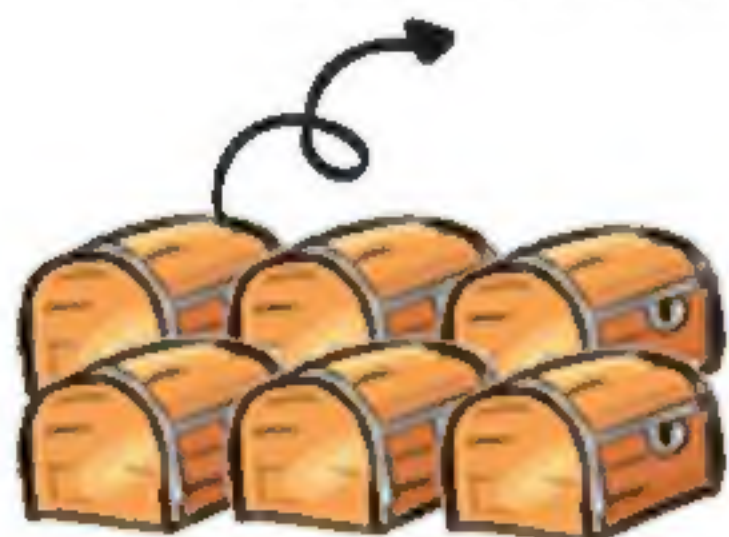
# ZODIAC RUSH



**components**

**in the game**

32 CRATES



1 DICE



24 CHARACTER SKILL CARDS



46 EQUIPMENT CARDS



20 SHOP CARDS



6 TROLLEY CARDS



1 MAP

